

NINTENDO DS™

The cover art for the Nintendo DS game 'Shrek Forever After' features a close-up of Shrek's face in the center, looking slightly to the right. To his left, Donkey and Puss in Boots are visible. To his right, Fiona is shown with her signature red, flame-like hair. In the upper right corner, three witches are depicted. The background is a bright blue sky with white clouds.

DREAMWORKS SHREK FOREVER AFTER™



THE
FINAL
CHAPTER

EmuMovies

INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**

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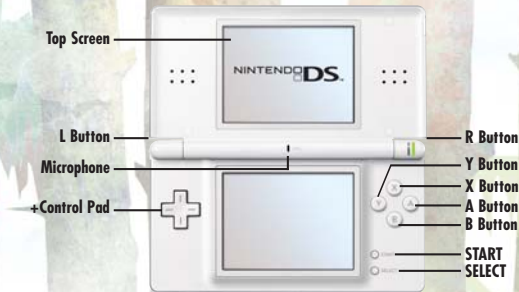


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GETTING STARTED

1. Insert the *Shrek Forever After*™ Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.
3. Tap on *Shrek Forever After* on the DS Menu to bring up the main title screen.

Note: The Shrek Forever After Game Card is for the Nintendo DS system only.



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

INTRODUCTION

Longing for the days when he felt like a “real ogre,” Shrek® is duped into signing a pact with the smooth-talking dealmaker, Rumpelstiltskin. Shrek suddenly finds himself in a twisted, alternate version of Far Far Away, where ogres are hunted, Rumpelstiltskin is king and Shrek and Fiona have never met. Now it’s up to Shrek (with the help of Fiona, Donkey and Puss In Boots) to undo all he’s done in the hopes of saving his friends, restoring his world and reclaiming his one True Love.



GAMEPLAY CONTROLS

Button	Basic Action
START	Pauses the Game
+Control Pad	Movement
B Button	Jump (press twice to Double Jump)
A Button	Butt Bump
Y Button	Attack (press multiple times for Combos)
L or R Button and +Control Pad	Dash
X Button	Interact
Touch Screen	Interactive Moments + Mini-Games
Microphone or L and R Buttons	Roar

LEVEL SELECT



SAVING THE GAME

Saving will occur automatically at the end of each level sequence.

NINTENDO DSi™ SYSTEM

Some segments make use of features that are only on the Nintendo DSi system.



SCREEN DISPLAY

Level Time Record	Swamp, Sweet Swamp Record 00:15:00 00:14:00 00:07:00 00:15:00	Increased Health
		Punchier Punch
Current Level Time	Current 00:00:35	Scarier Roar
Ogre Power		Ground Pound
Health Meter		Increased Magnetism
		Crystal Ball Indicator
Hourglass Counter		Item Collection Bag

COLLECTABLES



Mementos — Mementos act as reminders of Shrek's past and are made up of items that hold significance to Shrek in the Normal World. When Shrek finds a Memento, he keeps it in an enchanted bag and carries it with him. There are 12 Mementos total, and they are hidden throughout the game. Once they are collected they can be arranged to unlock cool upgrades.



Sand Hourglass — As Shrek races against time to regain his life, follow the Hourglasses to help stay on the right path.



Food — Picking up Onions, Swamp Soup and the Banquet Feast will raise your health.



Crystal Ball — There is a Crystal Ball in each level. You must collect all of them in order to 100% complete the game.



Mini-Game Tokens — There are 4 Mini-Game Tokens in total to collect. Each will unlock a special Mini-Game featuring the character on the token collected.



Ogre Artist Tokens — Hidden throughout the levels, Ogre Artist Tokens unlock special art that can be used in the Ogre Artist Menu.

MINI-GAMES

Mini-Games can be unlocked by collecting a special token that features Fiona, Donkey, Puss In Boots or Gingy. A Mini-Game will be playable on the World Map, once a Character Token is collected during gameplay.

OGRE ARTIST

All collected Ogre Artist Tokens can be viewed and used to create cool artwork in Ogre Artist. The more tokens collected, the more backgrounds, characters, props and borders will be unlocked. Ogre Artist art can also be unlocked by performing special tasks.

For more information, go to www.ShrektheGame.com.

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